

MB
GAMES



Instructions

Number of players

Yahtzee® may be played by two, three, four or more persons. It can also be played by one player trying for the highest possible score.

Object of the game

The object of Yahtzee® is to obtain the highest total score for six games.

Contents

- 1 dice cup
- 1 set of 5 dice
- 1 Yahtzee® score pad
- 4 ball-point pens

To play

1. Each player is given a score sheet and pen to keep his own score. To determine who goes first, each player places all five dice in the dice cup and rolls out all the dice. The player rolling the highest total starts the game. Play then continues clockwise.
2. In each turn a player is allowed a maximum of three rolls of the dice, although he may stop after the first or second roll.
 - (a) For the **first** roll he **MUST** roll all five dice.
 - (b) For the **second** and **third** rolls the player may pick up **ANY** or **ALL** the dice and roll again. He need not declare what he is trying to make and may change his mind at any time.
 - (c) The dice are final after the third roll and **MUST BE SCORED**.

Scoring

In each game there are 13 scoring rounds. A player must place a score or a zero after each turn in one of the 13 scoring boxes in the vertical column under the game being played. In the Upper Section, the scoring boxes are "Aces", "Twos", "Threes", "Fours", "Fives", and "Sixes". In the Lower Section the score boxes are: "3 of a Kind", "4 of a Kind", "Full House", "Low Straight", "High Straight", "YAHTZEE®" (5 of a kind), and "Chance". Each player uses his own score sheet. He must make his own decision of what and where to score, based on his individual strategy.

Each of the 13 scoring boxes can be used only once in each game. A player can place a zero at the end of a round rather than a score, if he believes it to be to his advantage. The boxes may be filled in any order, according to the player's best judgement. The grand total for each game is made up in the following way:-

1. Total of 6 scoring boxes in Upper Section.
2. 35 bonus points if the total score of the Upper Section is 63 or more.
3. Total of the 7 scoring boxes in the Lower Section.
4. Extra Yahtzee® Bonus Points, if entitled. (See Yahtzee® Bonus points).

Game summary

First study the score sheet (see Fig.1). Each game, numbered from 1 to 6, consists of 13 rounds or turns, 6 rounds in the Upper Section and 7 rounds in the Lower Section.

In each turn a player may roll the dice up to three times, in order to obtain a scoring combination, and then enter that score or a zero in one of the 13 scoring boxes under the game being played. The scoring boxes may be played in any order, however you must fill in one of the 13 boxes at the end of each turn. After each player has had 13 turns the game ends. The scores in the 13 boxes are now totalled and added to any bonus points a player may have earned during the game.

(Fig.1)

6 rounds in
Upper Section

"Bonus" Box

7 rounds in
Lower Section

Score card		Player's name _____							
<div style="display: flex; justify-content: space-between; align-items: center;"> <div> ORIGINAL YAZTZEE® </div> <div> MB GAMES </div> </div>									
Upper Section		How to score		Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
Aces	☐☐☐☐☐ = 3	Count and add only Aces							
Twos	☐☐☐☐☐ = 6	Count and add only Twos							
Threes	☐☐☐☐☐ = 9	Count and add only Threes							
Fours	☐☐☐☐☐ = 12	Count and add only Fours							
Fives	☐☐☐☐☐ = 15	Count and add only Fives							
Sixes	☐☐☐☐☐ = 18	Count and add only Sixes							
Total									
Bonus If 63 or over			Score 35						
Total of Upper Section									
Lower Section		How to score		Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
3 of a kind		Add total of all dice							
4 of a kind		Add total of all dice							
Full House		Score 25							
Low Straight	Sequence of 4	Score 30							
High Straight	Sequence of 5	Score 40							
Yahtzee®	5 of a kind	Score 50							
Chance		Score total of all 5 dice							
Total of Lower Section									
Total of Upper Section									
Grand Total									

Use other side to record each player's scores and bonuses.

Scoring combinations

1. Upper Section

- (a) In the Upper Section the scoring boxes are – "Ones", (Aces) "Twos", "Threes", "Fours", "Fives", and "Sixes". If a player chooses to score in the Upper Section he counts and adds only the dice with the same corresponding number and enters the total of the dice in the appropriate box. For example, if a player at the end of a turn has these dice on the table and elects to take his score in the Upper Section he would enter 9 in the "Threes" box.



NOTE – The player may choose to enter the total of ANY number of the same value dice in the appropriate box in the Upper Section.

For Example – if your final dice, after the third throw are:



You may choose to score 2 in the “Aces” box, or 10 in the “Fives” box or 6 in the “Sixes” box. If you choose not to fill one of these three particular boxes in or if all three boxes are already full, you could score in the “Chance” box in the Lower Section (see section “Chance”) or enter a zero in any box of your choice in either section.

- (b) **Bonus Points** – If a player scores 63 points or more in the Upper Section, he earns a bonus of 35 points and records this in the “Bonus” box on the score card. 63 points are obtained by adding 3 times each of the numbers from 1 to 6, i.e. $(3 \text{ times } 1) + (3 \text{ times } 2) + (3 \text{ times } 3) + (3 \text{ times } 4) + (3 \text{ times } 5) + (3 \text{ times } 6) = 63$. If you get less than 3 of any one number during the game, then you must compensate for this by rolling 4 or more of another number to reach the total of 63 or over, in order to get the bonus points.

2. Lower Section

The Lower Section of the score card is played as follows:-

- (a) “3 of a Kind” box may be filled in, only if the dice show at least three of the same number. For example:



would be scored 18 (total of all dice) in the “3 of a Kind” box.

- (b) “4 of a Kind” box scores the total of all dice provided they include four of the same number. For example:-



would be scored 14 (total of all dice).

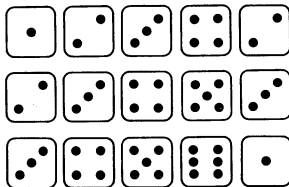
NOTE – This could also be scored in the “3 of a Kind” box as 14 as it also meets the requirements for “3 of a Kind”.

- (c) “Full House” box may be scored in when the dice show any combination of three of one number and two of another. Any “Full House” is scored as 25 points. For example, 25 points can be scored in the “Full House” box if the dice show:

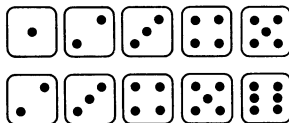


NOTE – This scoring combination could also be scored in either the “3 of a Kind” box in the Lower Section as 19, or in the “Threes” box in the Upper Section as 9, in the “Fives” box in the upper Section as 10, or in the “Chance” box as 19, (again the player must decide which box to score in).

- (d) “Low Straight” box can be scored in if the dice show any sequence of four numbers. Any Low Straight scores 30 points. The following show the Low Straights possible:



- (e) “High Straight” box can be scored in if the dice show any sequence of five numbers. Any High Straight scores 40 points. The following show the High Straights possible:



NOTE – High Straights may also be scored as 30 in the Low Straight box.

- (f) “YAHTZEE®” box can be scored in if the dice show five of the same number (“5 of a Kind”). A YAHTZEE® scores 50 points. One example of a YAHTZEE® is:



Refer to "YAHTZEE® used as a Joker" and "Yahtzee® Bonus" to score more than one YAHTZEE® in a game.

- (g) "Chance" box scores the total of all dice and is the one chance to score any combination, for example:



could be scored as 22 (the total of all the dice) in the "Chance" box.

- (h) YAHTZEE® used as a Joker – A Yahtzee® may be used as a Joker in the Lower Section when both of the following conditions exist:-
1. The YAHTZEE® box has been previously filled with 50 or zero.
 2. The appropriate box in the Upper Section has been filled, for example, if the YAHTZEE® consists of five 4s and the "fours" box has previously been filled.

If these two conditions exist then the player marks his score in any of the boxes in the Lower Section as follows: if the dice were:



he may score the total of all five dice which in this case equals 20 points, in any one of the following boxes "3 of a Kind", "4 of a Kind", or "Chance". Or he may score 25 points in the "Full House" box, 30 points in the "Low Straight" box, or 40 points in the "High Straight" box. If all the boxes in the Lower Section are filled he must enter a zero in a box of his choice in the Upper Section. HE MAY ALSO COLLECT A YAHTZEE® BONUS IF HE IS ENTITLED TO IT (See next section).

If the appropriate box in the Upper Section is not filled then the YAHTZEE® cannot be played as a Joker, but must be played as a conventional throw. This means that in our example it can only be played in the "Fours" box in the Upper section or in "3 of a Kind", "4 of a Kind" or "Chance" boxes in the Lower Section. The player, in addition, will

collect a Yahtzee® bonus if he is entitled to it (see next section).

- (i) YAHTZEE® Bonus – A player receives a YAHTZEE® bonus (valued at 100 points) for his second and subsequent YAHTZEE® if, and only if, the first YAHTZEE® was scored as 50 in the YAHTZEE® box (if he had previously scored a zero in the YAHTZEE® box, he is not entitled to any YAHTZEE® bonus in that game). At the end of the game, the bonuses are totalled as 100 points each and are added to the final score on the reverse side of the score card.

Example of play

If on the **first** roll of the dice a player has:-



he might choose to go for "Fours" in the Upper Section of the score card or "3 of a Kind" (in this case 4 s) in the Lower Section of the score card. The player would then leave the dice marked "4" on the table, pick up the 1, 3 and 6 dice and attempt to throw more 4 s on his second roll.

If on the **second** roll of the dice he has:-



he might stop there and enter 23 (total of all five dice) in the "3 of a Kind" box in the Lower Section, because his chances of increasing on the 5 or 6 for a higher total are small. Or he might choose to roll again in the hope of getting one or even two more 4 s for a "YAHTZEE®".

If the player chooses to roll again, he picks up the 5 and 6 dice only and tosses for his third and last roll. If on this third roll he has:-



he could enter his score as 12 in the "Fours" box, 1 in the "Aces" box or 3 in the "Threes" box in the Upper Section or 16 (total of all five dice) in the "3 of a Kind" box or "Chance" box in the Lower Section.

Strategy

If you are not as lucky as your opponent, try to beat him with strategy. Here are a few hints:-

1. It is advisable to make sure of your 35 Bonus Points in the Upper Section, therefore aim to get this section filled early in the game. Try to get more than 3 "Fours", "Fives" or "Sixes" in order to compensate for possibly dropping one of the lower numbers in the Upper Section if you are forced to play a weak throw.
2. Try to leave your "Chance" box open till later in the game, because as the game progresses your options will get fewer and fewer.
3. If you throw:



then your chances of getting a High Straight are reasonable, because by throwing one of the 4s again you can aim to get a 1 or a 6. However, by picking up the 2, 3 and 5 dice your chances of getting a third 4 for "3 of a Kind" or 3 "Fours" are much higher.

4. Towards the end of the game you may be forced to enter a zero in one of the boxes if your throw does not fit the boxes left open. You should choose to enter a zero in the "Ones" box which can be compensated for by throwing more than 3 "Threes", "Fours", "Fives" or "Sixes" in the Upper Section. If the game is nearly over you may choose to enter a zero in the "Yahtzee®" box or the "High Straight" box both of which are difficult to obtain. However if your opponents have already filled these boxes in, you may need to go for the long shots to win!

Additional Yahtzee® Score Pads are available at any shop selling Yahtzee® games.

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Upper Section	How to score
Aces = 3	Count and add only Aces
Twos = 6	Count and add only Twos
Threes = 9	Count and add only Threes
Fours = 12	Count and add only Fours
Fives = 15	Count and add only Fives
Sixes = 18	Count and add only Sixes
Total _____ →	
Bonus If 63 or over	Score 35
Total of Upper Section _____ →	

Game 1	Game 2	Game 3	Game 4	Game 5	Game 6

Lower Section	How to score
3 of a kind	Add total of all dice
4 of a kind	Add total of all dice
Full House	Score 25
Low Straight <small>Sequence of 4</small>	Score 30
High Straight <small>Sequence of 5</small>	Score 40
Yahtzee® <small>5 of a kind</small>	Score 50
Chance	Score total of all 5 dice
Total of Lower Section _____ →	
Total of Upper Section _____ →	
Grand Total _____ →	

Game 1	Game 2	Game 3	Game 4	Game 5	Game 6

Use other side to record each player's scores and bonuses.

Player's scores

Name of player							
Game 1 Score 100 points for a second and subsequent Yahzee®							
Game 2 Score 100 points for a second and subsequent Yahzee®							
Game 3 Score 100 points for a second and subsequent Yahzee®							
Game 4 Score 100 points for a second and subsequent Yahzee®							
Game 5 Score 100 points for a second and subsequent Yahzee®							
Game 6 Score 100 points for a second and subsequent Yahzee®							
Grand total of all games							

Extra pads may be purchased at shops selling **Yahzee®** games.